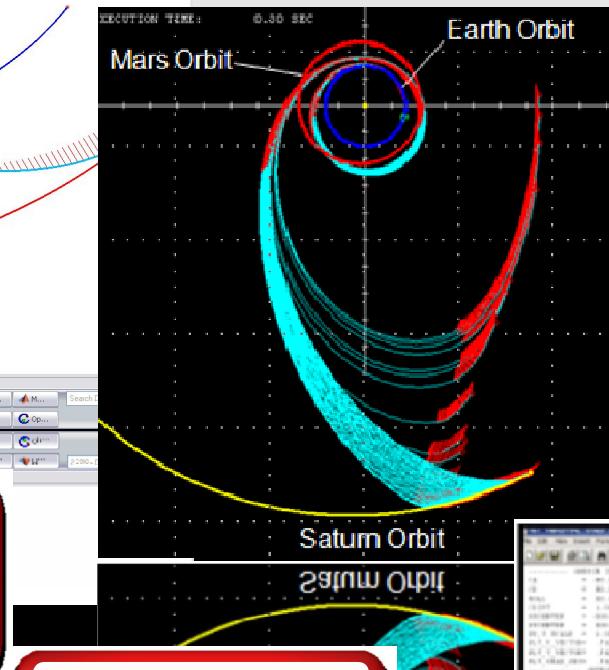


2006-present



*Interactive
3D Graphics*



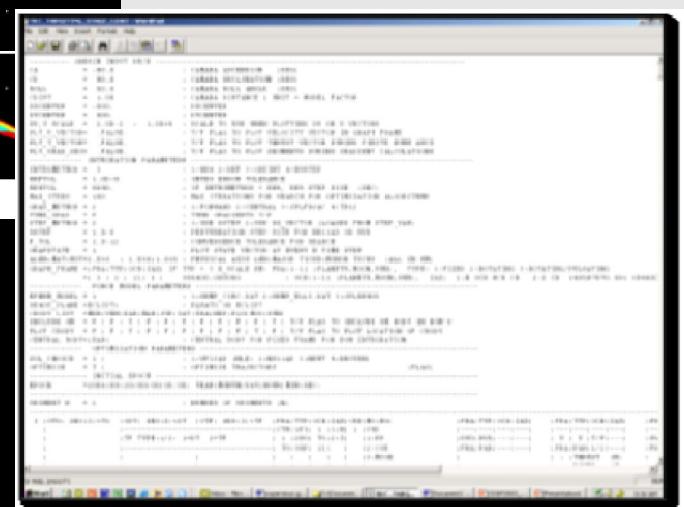
2D Graphics



2003-2006



2001-2002



Copernicus Development History



Mission Building Blocks (examples)



Single Points (states)



t_0



t_f

Impulsive maneuver + coast

arc
SLC

t_0

t_f

Single Points + impulsive maneuvers



t_0



t_f

Finite burn maneuver



t_0

t_f

coast arc
coast SLC



t_0



t_f

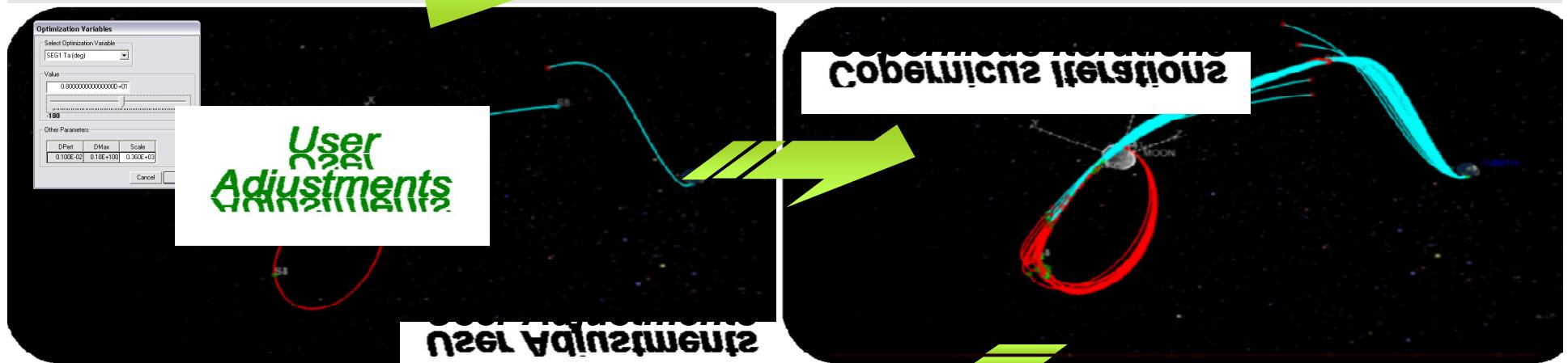
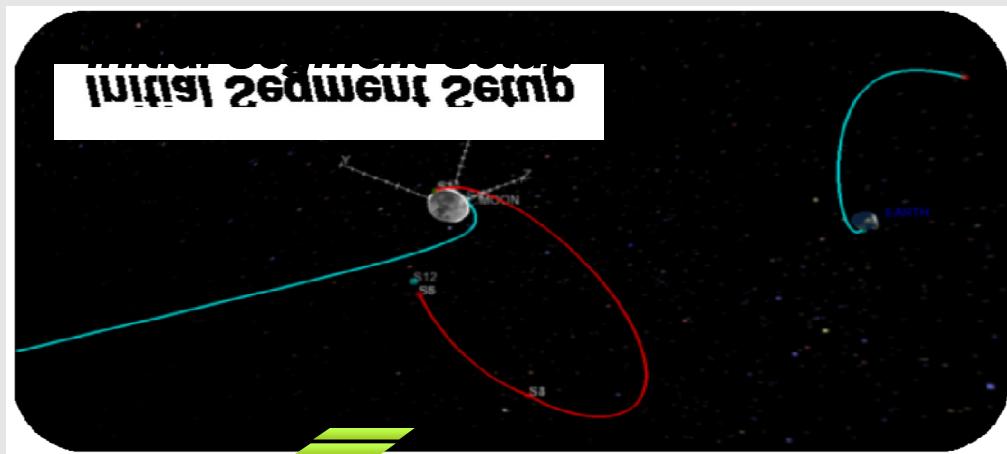
Finite burn + impulsive



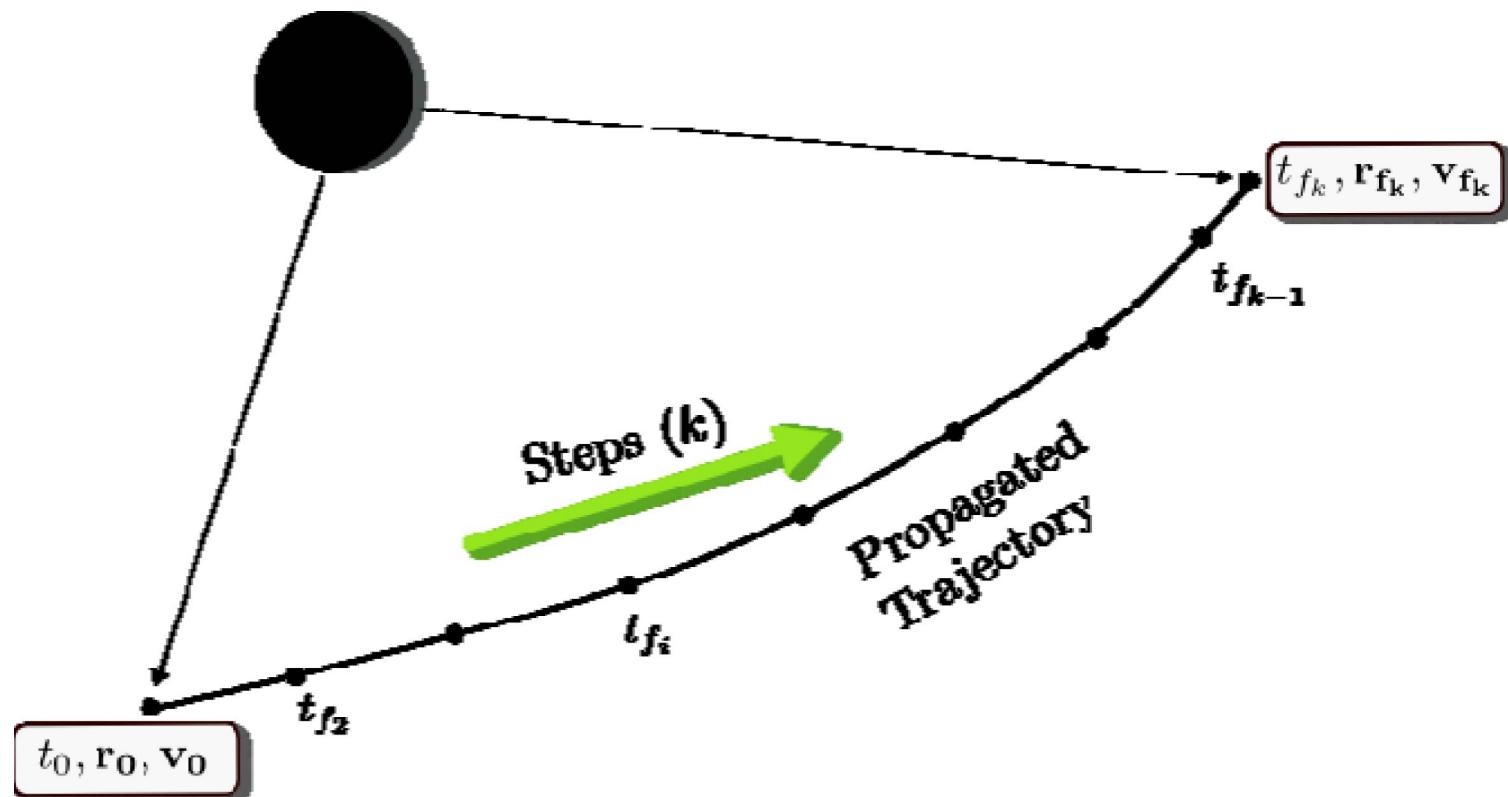
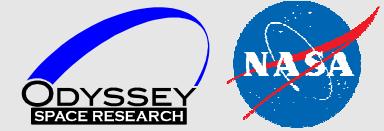
t_0

t_f

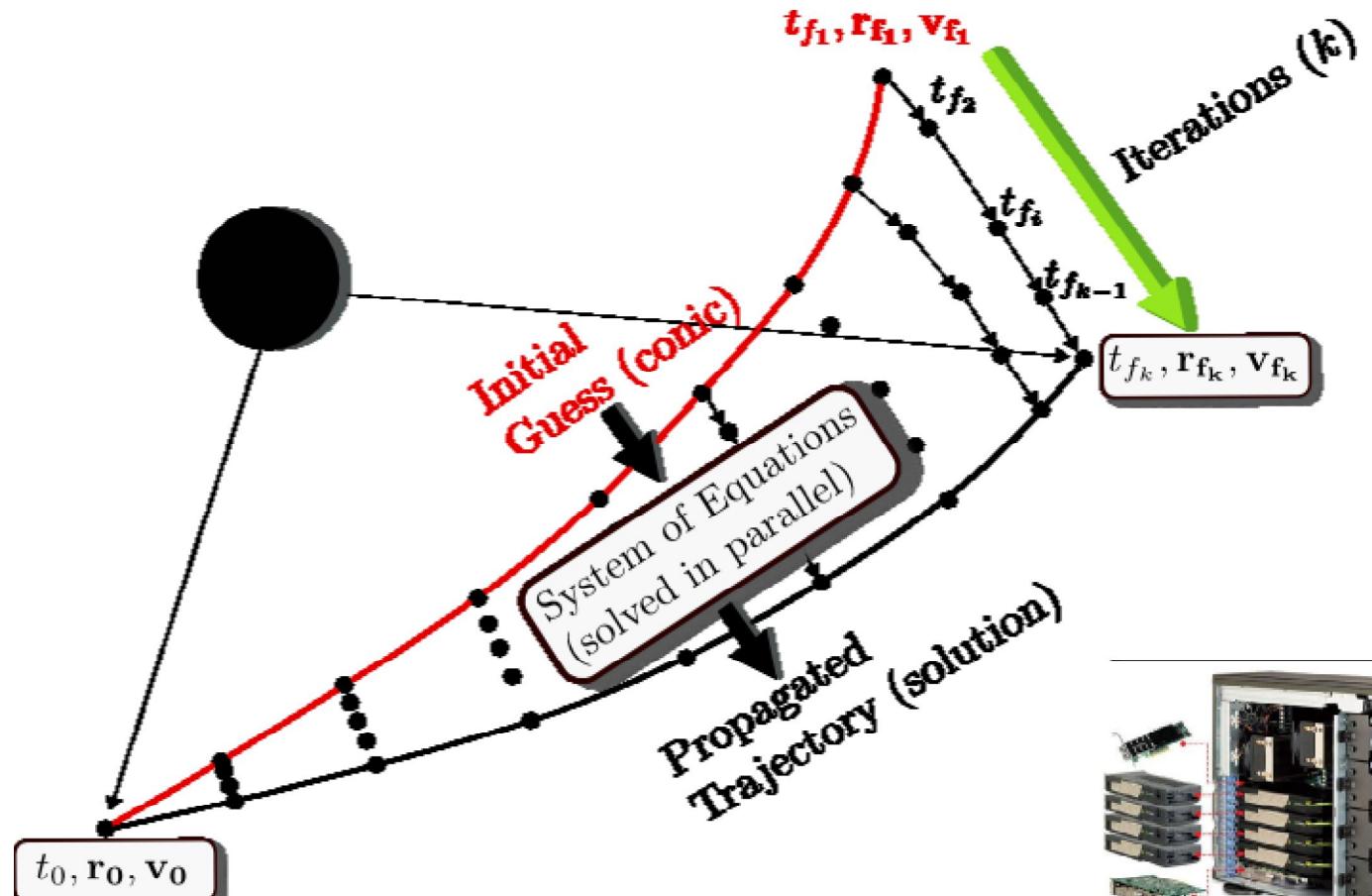
Solution Process



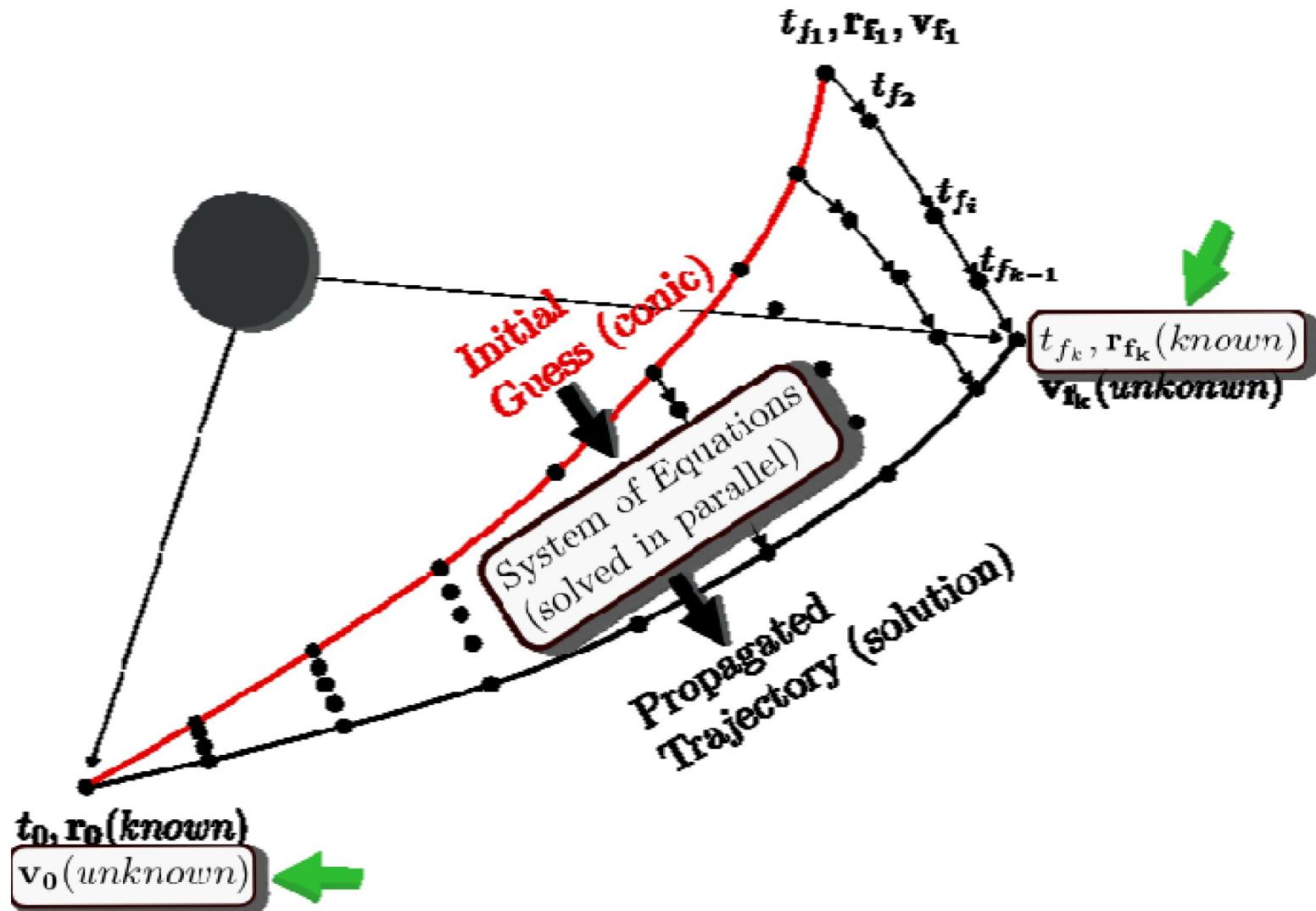
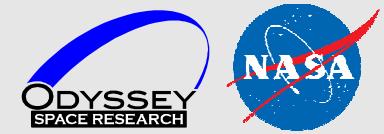
Trajectory Propagation (serial)



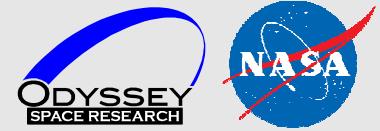
Trajectory Propagation (parallel)



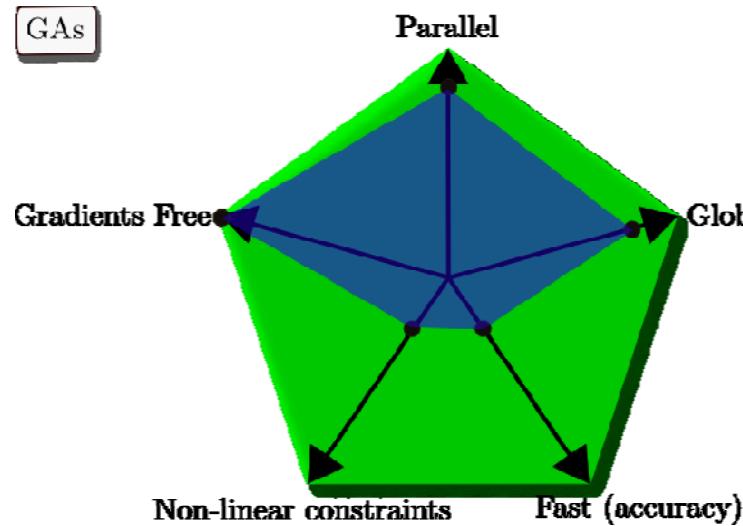
Trajectory Propagation & Targeting



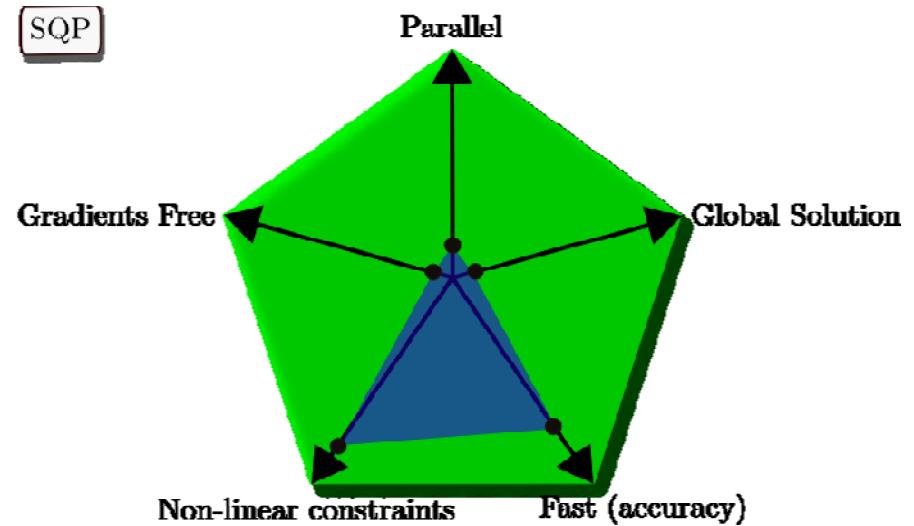
Optimizers



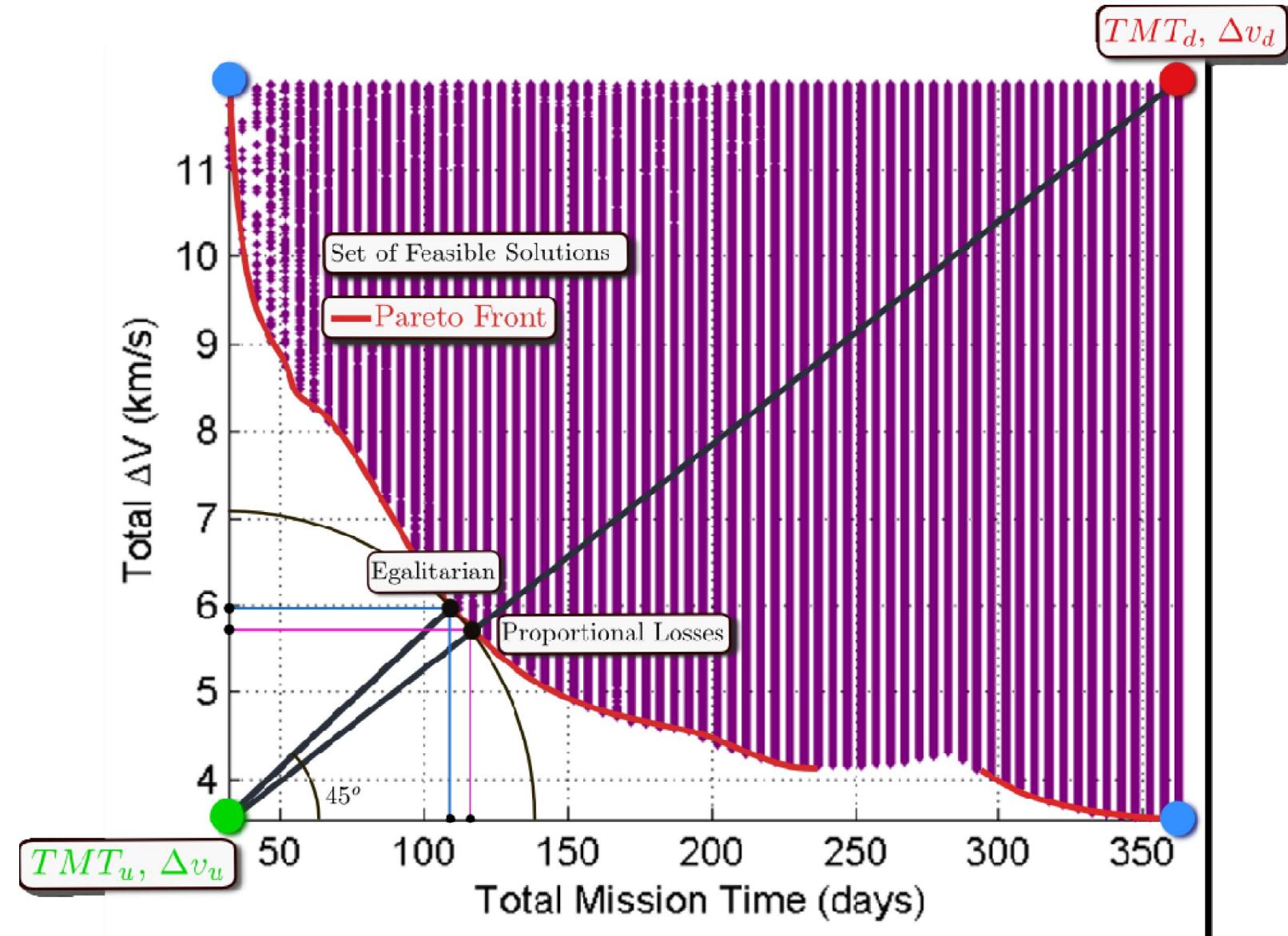
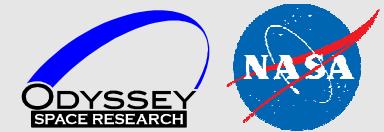
GAs



SQP



Game Theory Applications



Game Theory Applications

